TOSHIBA EXHIBIT 2002

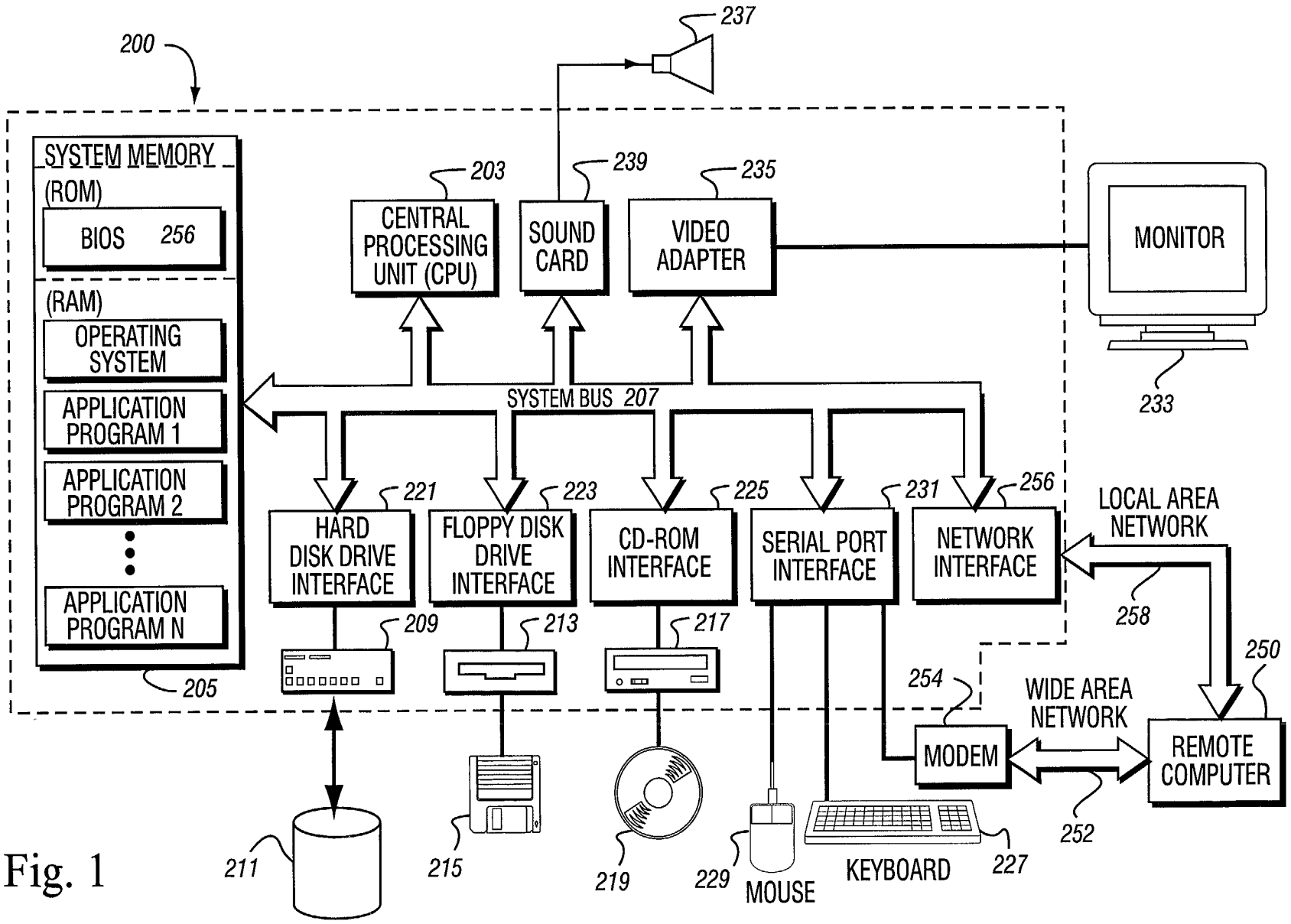

Fig. 1

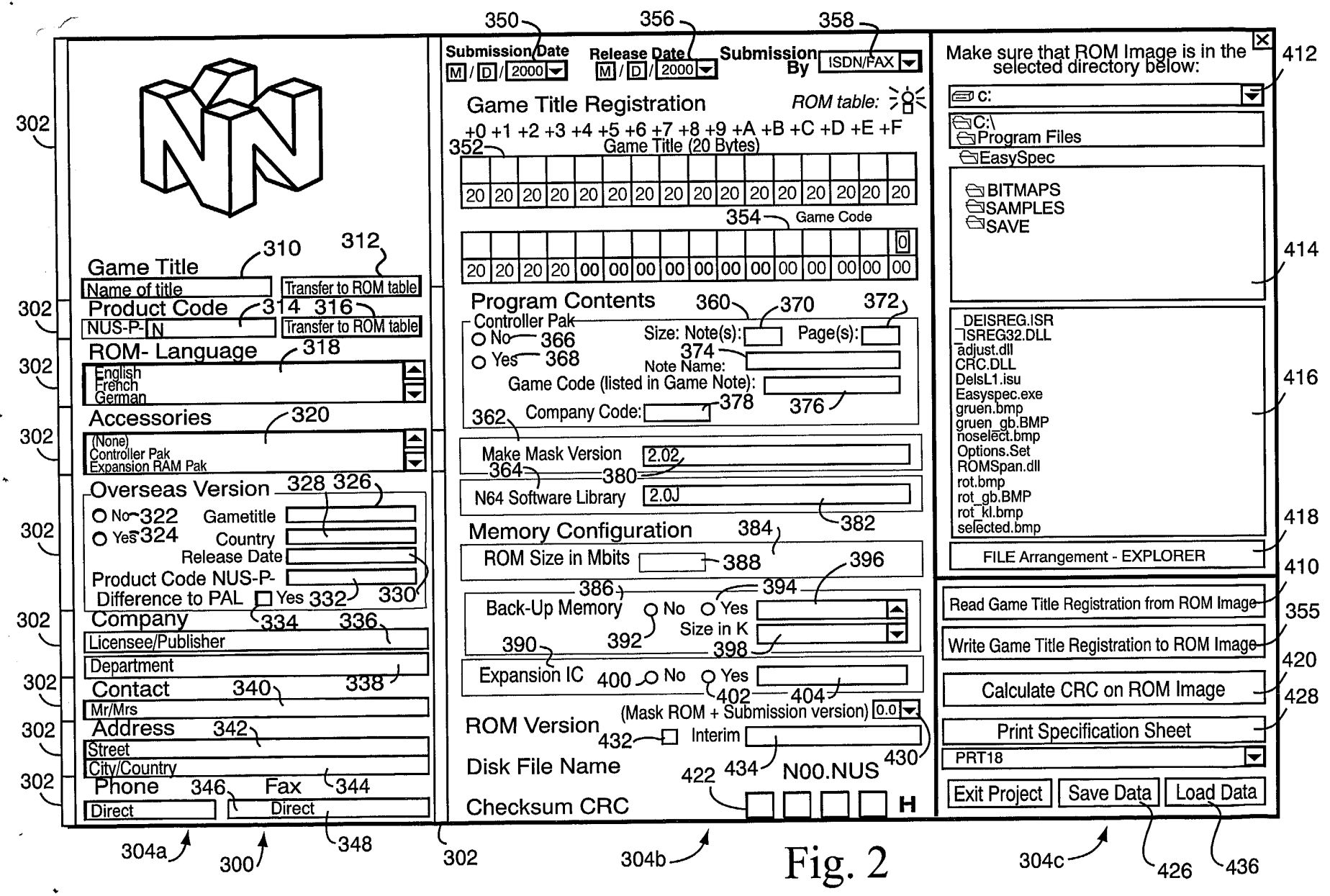
Submission Date
M / D / 2000
Release Date
M / D / 2000
Submission By
ISDN/FAX
Game Title Registration
ROM table:
+0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B +C +D +E +F
Game Title (20 Bytes)
Game Code
Game Title
Name of title
Transfer to ROM table
Product Code
NUS-P-N
Transfer to ROM table
ROM- Language
English
French
German
Accessories
(None)
Controller Pak
Expansion RAM Pak
Overseas Version
No
Yes
Gametitle
Country
Release Date
Product Code NUS-P-
Difference to PAL
Yes
Company
Licensee/Publisher
Department
Contact
Mr/Mrs
Address
Street
City/Country
Phone
Direct
Fax
Direct
Program Contents
Controller Pak
No
Yes
Size: Note(s):
Page(s):
Note Name:
Game Code (listed in Game Note):
Company Code:
Make Mask Version
2.02
N64 Software Library
2.0J
Memory Configuration
ROM Size in Mbits
Back-Up Memory
No
Yes
Size in K
Expansion IC
No
Yes
ROM Version
(Mask ROM + Submission version)
0.0
Interim
Disk File Name
N00.NUS
Checksum CRC
H
Make sure that ROM Image is in the selected directory below:
c:
C:\
Program Files
EasySpec
BITMAPS
SAMPLES
SAVE
DEISREG.ISR
ISREG32.DLL
adjust.dll
CRC.DLL
DelsL1.isu
Easyspec.exe
gruen.bmp
gruen_gb.BMP
noselect.bmp
Options.Set
ROMSpan.dll
rot.bmp
rot_gb.BMP
rot_kl.bmp
selected.bmp
FILE Arrangement - EXPLORER
Read Game Title Registration from ROM Image
Write Game Title Registration to ROM Image
Calculate CRC on ROM Image
Print Specification Sheet
PRT18
Exit Project
Save Data
Load Data
302
304a
300
348
304b
304c
426
436

Fig. 2

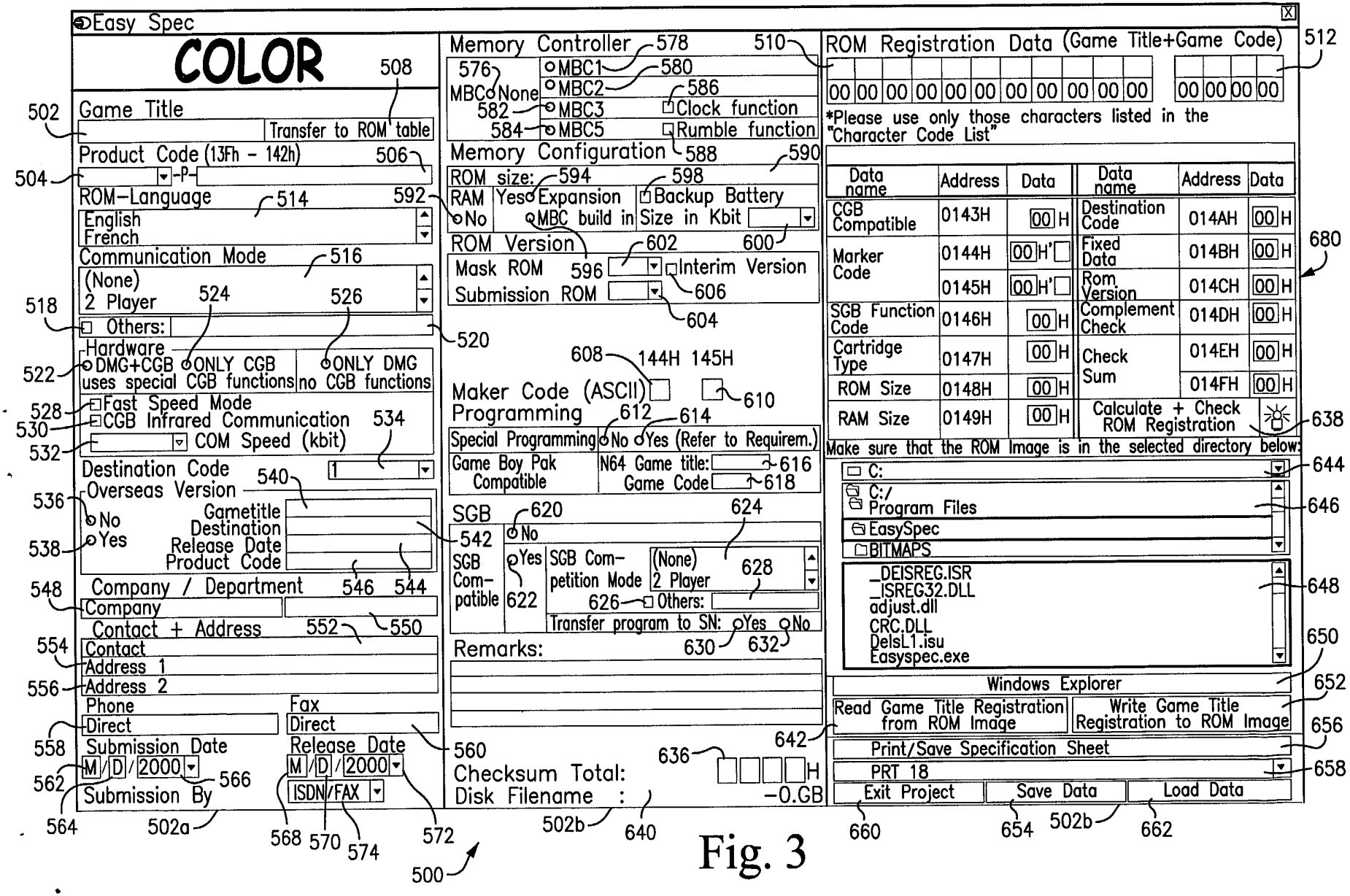
Easy Spec
COLOR
508
Game Title
Transfer to ROM table
502
Product Code (13Fh - 142h)
506
504
-P-
ROM-Language
514
592
English
French
Communication Mode
516
(None)
2 Player
524
526
518
Others:
520
Hardware
522
DMG+CGB uses special CGB functions
ONLY CGB
ONLY DMG no CGB functions
528
Fast Speed Mode
530
CGB Infrared Communication
532
COM Speed (kbit)
534
Destination Code
1
Overseas Version
540
536
No
Yes
538
Gametitle
Destination
Release Date
Product Code
542
548
Company / Department
546
544
Company
552
550
Contact + Address
554
Contact
Address 1
556
Address 2
Phone
Fax
Direct
Direct
558
560
Submission Date
Release Date
M/D/2000
M/D/2000
562
566
Submission By
ISDN/FAX
564
502a
568
570
574
572
500
Memory Controller
578
510
576
MBC None
582
584
MBC1
MBC2
MBC3
MBC5
580
586
Clock function
Rumble function
588
Memory Configuration
590
ROM size:
594
598
RAM
Yes
No
Expansion
MBC build in
Backup Battery
Size in Kbit
600
ROM Version
602
Mask ROM
596
Submission ROM
Interim Version
606
604
608
144H 145H
Maker Code (ASCII)
610
Programming
612
614
Special Programming
No
Yes (Refer to Requirem.)
Game Boy Pak Compatible
N64 Game title:
616
Game Code
618
SGB
620
624
No
Yes
SGB Compatible
622
SGB Competition Mode
(None)
2 Player
628
626
Others:
Transfer program to SN:
Yes
No
630
632
Remarks:
642
636
Checksum Total:
H
Disk Filename :
-0.GB
640
502b
ROM Registration Data (Game Title+Game Code)
512
00 00 00 00 00 00 00 00 00 00 00
00 00 00 00
*Please use only those characters listed in the "Character Code List"
680
Data name
Address
Data
CGB Compatible
0143H
00 H
Marker Code
0144H
00 H'
0145H
00 H'
SGB Function Code
0146H
00 H
Cartridge Type
0147H
00 H
ROM Size
0148H
00 H
RAM Size
0149H
00 H
Destination Code
014AH
00 H
Fixed Data
014BH
00 H
Rom Version
014CH
00 H
Complement Check
014DH
00 H
Check Sum
014EH
00 H
014FH
00 H
Calculate + Check ROM Registration
638
Make sure that the ROM Image is in the selected directory below:
644
C:
C:/
Program Files
646
EasySpec
BITMAPS
_DEISREG.ISR
_ISREG32.DLL
adjust.dll
CRC.DLL
DelsL1.isu
Easyspec.exe
648
650
Windows Explorer
652
Read Game Title Registration from ROM Image
Write Game Title Registration to ROM Image
656
Print/Save Specification Sheet
PRT 18
658
Exit Project
Save Data
Load Data
660
654
502b
662

Fig. 3

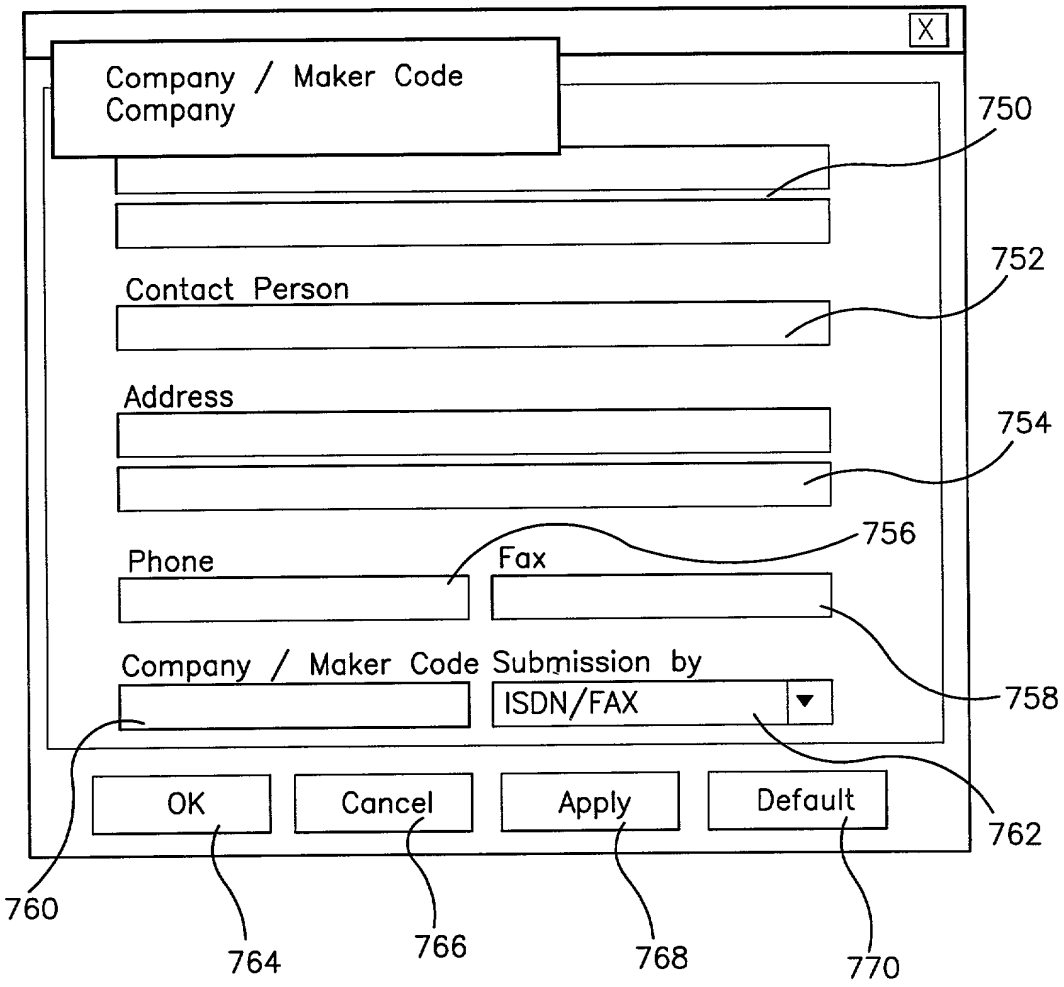
X
Company / Maker Code
Company
750
Contact Person
752
Address
754
Phone
Fax
756
Company / Maker Code Submission by
ISDN/FAX
758
762
OK
Cancel
Apply
Default
760
764
766
768
770

Fig. 4

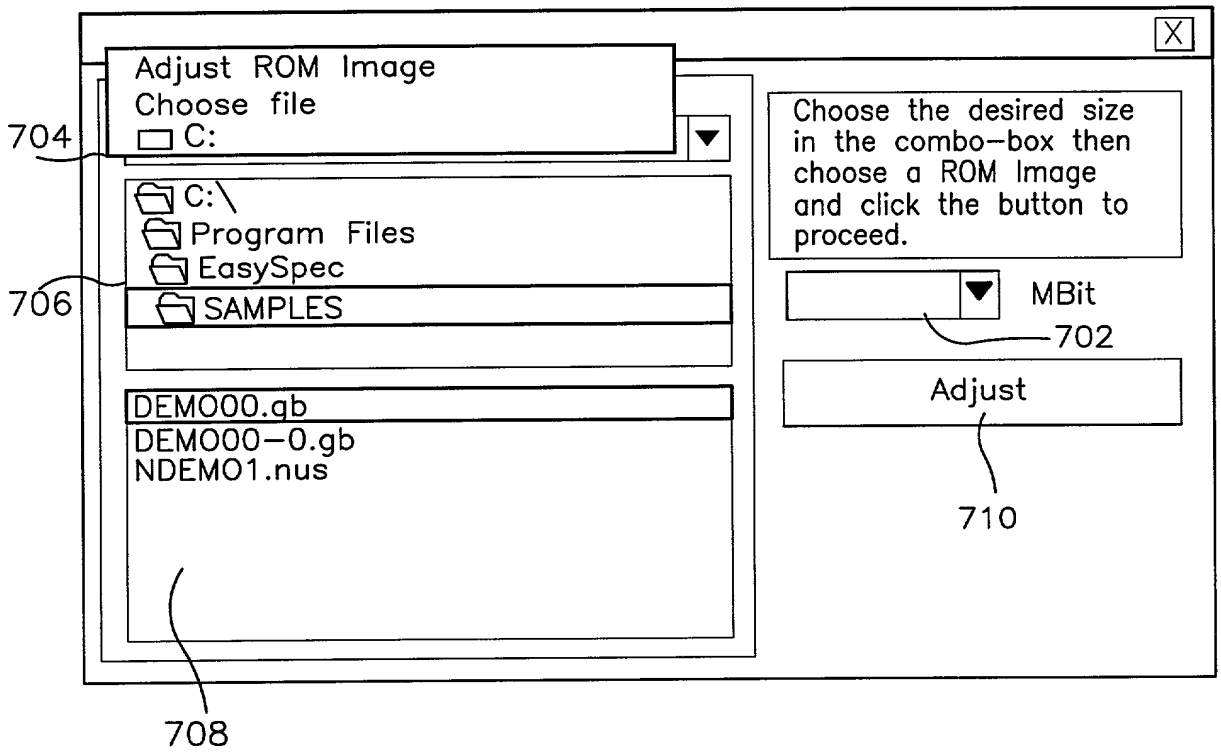
Adjust ROM Image
Choose file
C:
704
C:\
Program Files
EasySpec
706
SAMPLES
DEMO00.gb
DEMO00-0.gb
NDEMO1.nus
708
Choose the desired size in the combo-box then choose a ROM Image and click the button to proceed.
MBit
702
Adjust
710

Fig. 5

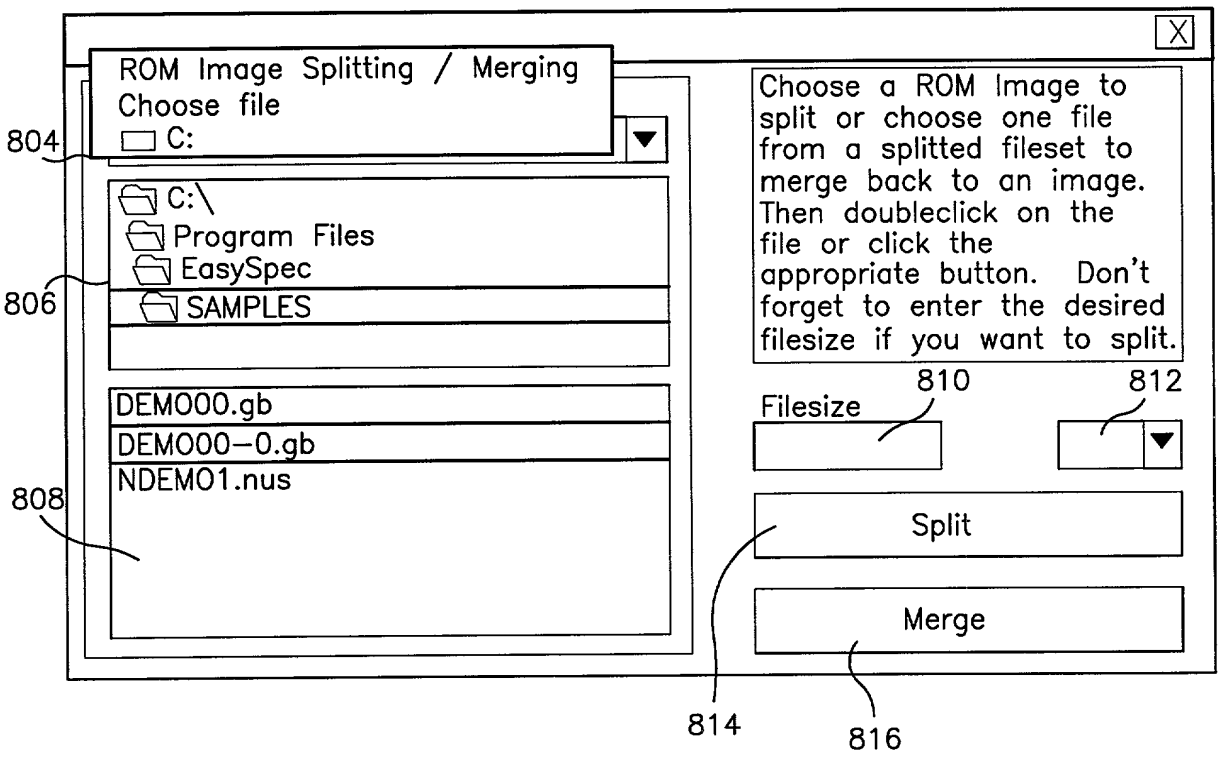
ROM Image Splitting / Merging
Choose file
C:
804
C:\
Program Files
EasySpec
SAMPLES
806
DEMO00.gb
DEMO00-0.gb
NDEMO1.nus
808
Choose a ROM Image to split or choose one file from a splitted fileset to merge back to an image. Then doubleclick on the file or click the appropriate button. Don't forget to enter the desired filesize if you want to split.
810
812
Filesize
Split
Merge
814
816

Fig. 6

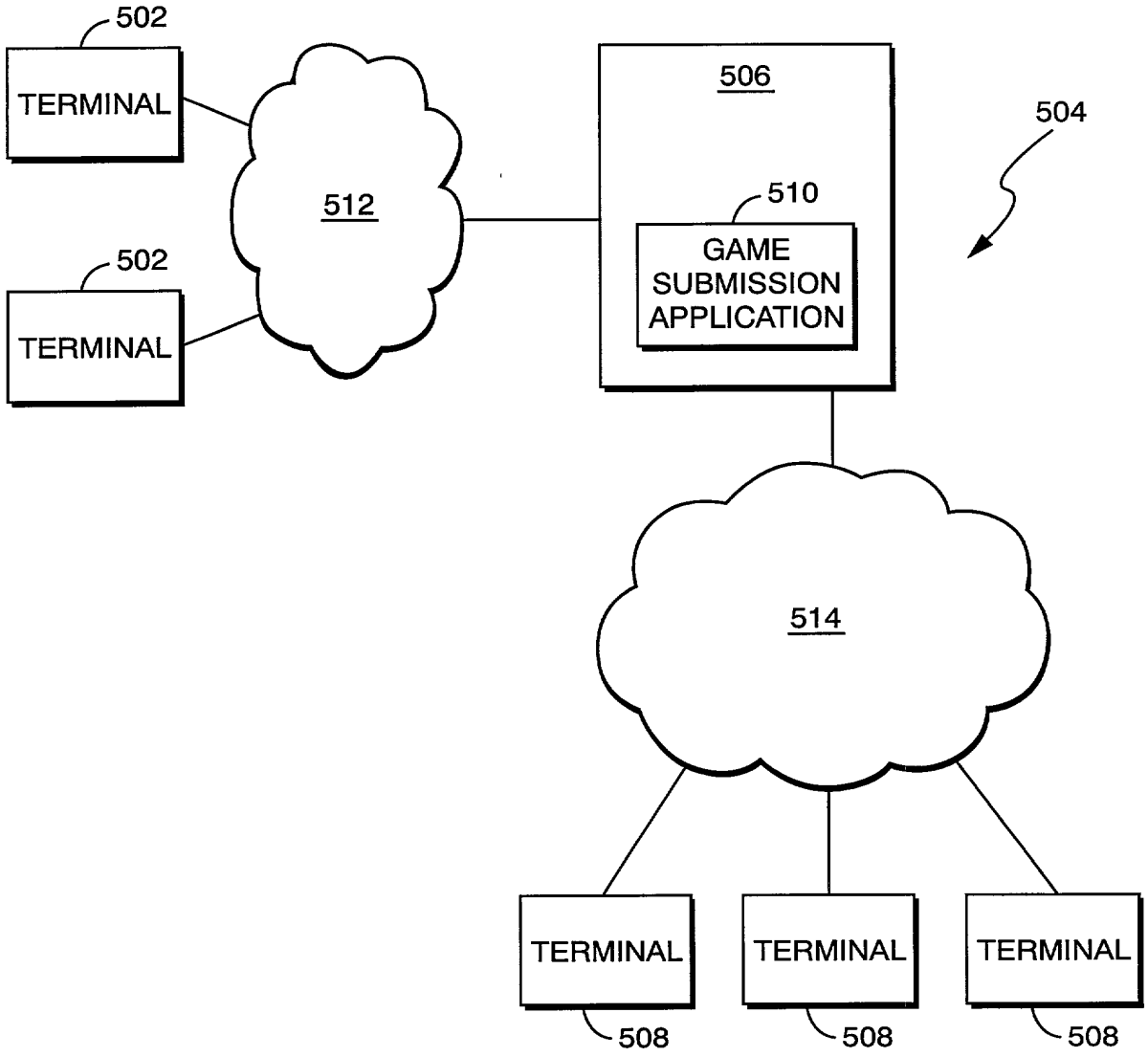
502
TERMINAL
502
TERMINAL
512
506
504
510
GAME
SUBMISSION
APPLICATION
514
TERMINAL
TERMINAL
TERMINAL
508
508
508

Fig. 7

(1) New Game Submission
(2) Monitor Status of Prior Submission
(3) Game Submission Information

Fig. 8A

Initial Testing

☑ Passed

Bug List

1. Game freezes when main character enters ballroom via hallway door
2. Game resets between levels 3 and 4

Suggestions

1. Change level 2 color scheme for better presentation on television screen
2. Increase scoring for reaching level 4

Status for Game X

Fig. 8B

Welcome to Acme Game Company!

Click here for company info
Click here for company in the news
Click here for info regarding game submission
Click here for Acme offices

Fig. 8C

ROUTING LIST 1 (HAND-HELD GAMES)	REVIEWER A, REVIEWER B, REVIEWER C
ROUTING LIST 2 (CONSOLE GAMES)	REVIEWER D, REVIEWER E

Fig. 9A

GAME 1	GAME SPECIFICATION DATA, GAME FILE ID, STATUS
GAME 2	GAME SPECIFICATION DATA, GAME FILE ID, STATUS
• • •	
GAME n	GAME SPECIFICATION DATA, GAME FILE ID, STATUS

Fig. 9B